



Prodigy : Apple II

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Apple II

Apple II computers use AI or MI. That is computer science for the study of intelligent agents in machinery. The matrix or grid was used as an example to computer club students at Los Arboles computer room. The matrix is the contrast and resolution using electronics to define the psyche of AI. The term Philosophy of the Mind is related to the AI because of mental properties.

Mysterianism is the study of AI by researchers around Marina, Ca. Works were referenced by a computer prodigy named Richard Aguas in the field of mythology and supercomputers. Books that were published used as reference materials such as Encounter with an Angry God and Mirror and Pattern are clear examples of modern day sciences revolving around the content delivery network and modern social media. Books are published and edited with the use of electromechanics and sub-symbolic uses like human cognition and pattern recognition. Bioinformatics are also used for mathematical and statistical techniques.

Richard Aguas was a child prodigy in math using the umbrella term to form a bond with methodology and the human psyche. God and philosophy represent fundamental concepts for understanding human nature from a scientific point of view. The Apple ran on a 6502 or 65C02 microprocessor with enough memory for a programmers own identity in a modern age. The Apple II series was designed primarily by Steve Wozniak in 1977. Read-only memory is a clear example of mirror and pattern in cryptology.

Nintendo

The Nintendo Entertainment System had a CPU type Motorola 6502 8-bit (MOS) in North America in 1984. The microprocessor incorporates instructions to be processed into binary data. This means the computer's psyche is both combinational logic and sequential digital logic. This means the CPU operates with efficient implementation of Boolean functions. A recursive language is the concept of decidability because of models of computation. The PPU or Picture Processing Unit or Ricoh RP2C02 is where the psyche is stored.

A math prodigy Richard Aguas who had played arcade games like Centipede, Defender, Donkey Kong and Pacman knew that all the expressions in the games had Boolean functions. The Atari development teams knew of technical specs and MMC or Multi-memory controllers which had more functions in memory. The MMC chips were known as mappers on grids. The AOROM uses one screen mirroring. It was developed by Chris Tamper to prevent heat issues such as the AOROM had memory to handle a 32 KB ROM switch and a CHR RAM which could make music as well.

Richard Aguas discussed the NES because he became a Prodigy on the NES system when he had unlocked a Easter Egg on the game Metal Gear in 1987. He would later become known as The King of The Arcade for being the best player out of the universe for a arcade contest around 1991 where he received Prodigy again. The technical stats were taught to computer club students and more at the computer room in Los Arboles by Atari staff members. The NES is a good basis for knowledge revolving around memory chips and the golden age of arcade video games. Richard would go to find another hidden level on his own in the NES game Teenage Mutant Ninja Turtles and a PS4 game called Bride of Pinbot.

Super Nintendo

The Super Nintendo had a CPU of 16 bits (65816) and was released in 1991. It had enough system ram (1mb) and video ram (0.5mb) to run 32,768 colors. That is 256 at once using Perceptual transparency. The process can be explained as experimental phenomenon and experimental circumstances. A writer name Ernst Fuchs is credited with studies in retinal location and triggering a single sensorial process.

The Picture Processing Unit operates at 50hz while the US and Japanese models operate at 60hz. This means more colors are now being displayed on the screen along with more memory to push their limits. Using the controller to move is intermittent allocation and is considered a interrupt-driven time sharing system or more. The SNES is a faster unit when compared to the Atari CPU at 1.19 MHZ. The new Cartridge Enhancement Chips, Digital Signal Processor, Super FX and C4 chip made data processing easier to display more realistic 3d effects like bigger sprites with more shades of color.

The SNES is full of metaphysics. Software development life cycle is part of the methodology for creation of ROMS on it. Roms have structured programming aimed at improving the clarity, quality and development time. The Paradigms have a distinct set of concepts or thought patterns using AI. The graphics move in a uniform motion first discussed in Italian polymath by Galileo Galilei. The SNES is another clear example of electronics in the Scientific Revolution.

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The computer prodigy breaks down the artificial intelligence for the Apple II, Nintendo Entertainment System and Super Nintendo. A short guide to general terms with gaming electronics and more.